STAR TREK®

The Promethean Prophecy

The Lost Adventures
of the Starship *Enterprise*

1966 1986
STAR TREK®
20 YEARS

CAPTAIN'S LOG, STARDATE 3642.2

Hunger aboard the *Enterprise*. . . .

While exploring an unmapped sector of space near the border of the Great Transtellar Rift, the *Enterprise* came under sudden attack, sustaining major damage to virtually all decks. Leaking coolants contaminated the entire stock of raw protein substance, the base material of all the galley's synthesized foods. Chief Engineer Scott estimates that repairs to our warp engines will take eight or nine constant days at the very least. If we don't find an adequate food source soon, the entire crew of the *Enterprise* will starve.

Shortly after beaming down to the desolate surface of Prometheus Four to search for food, we were observed by an alien humanoid previously thought to be mythological. Our only hope is to somehow make contact with the inhabitants of this planet and gain access to their food supply.

SYSTEM REQUIREMENTS

Requires an Apple II+, IIe, or IIc with 64K RAM and one disk drive. Runs in monochrome text mode.
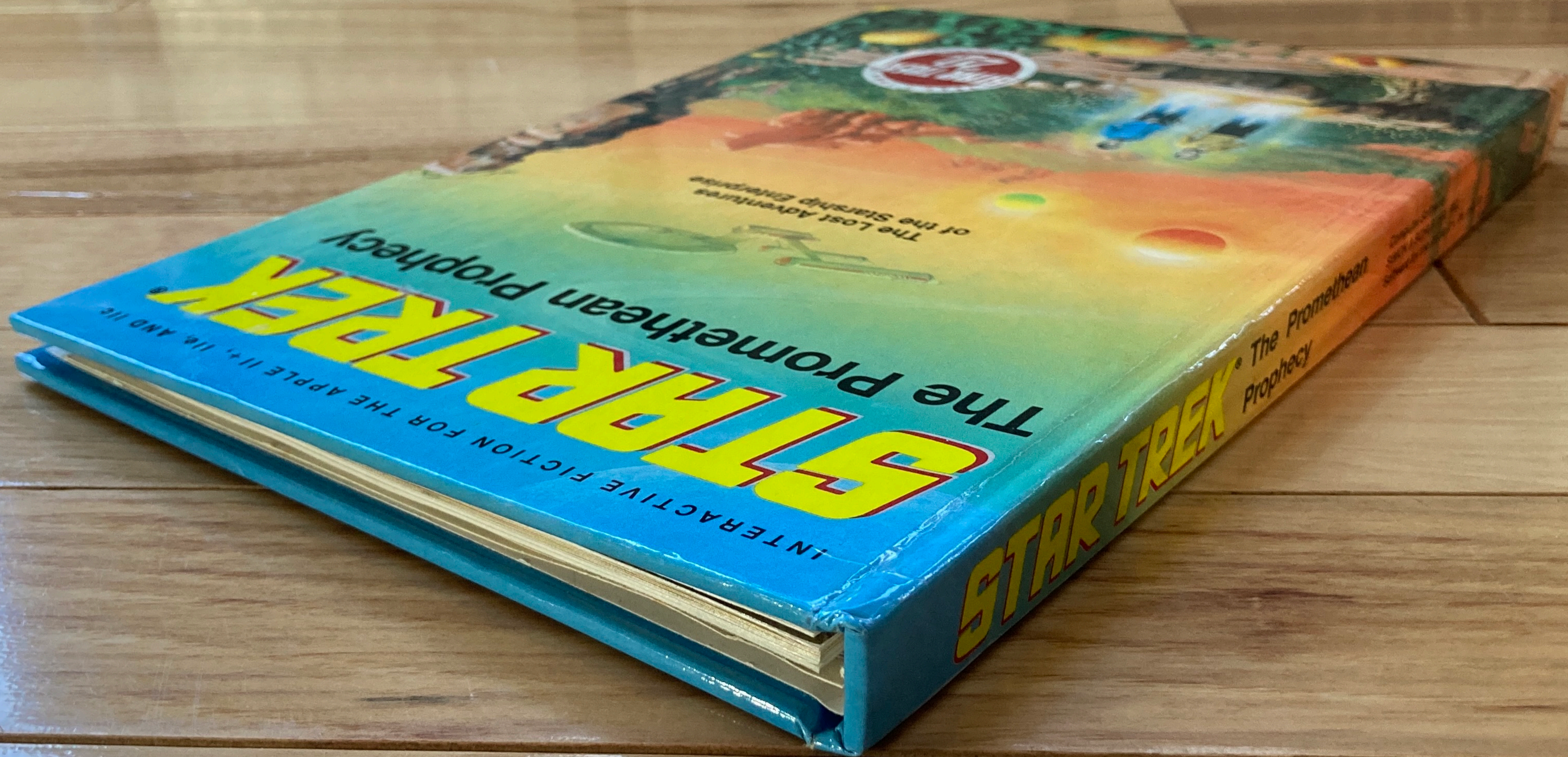
Computer Software Division
Simon & Schuster, Inc.

Program, story, and user's guide developed by TRANS Fiction Systems Corp.

Cover painting by Tim Jacobus

STAR TREK

The Promethean Prophecy

The Lost Adventures
of the Starship Enterprise

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INTERACTIVE FICTION FOR THE APPLE II+, IIe AND IIc

The Lost Adventures
of the Starship Enterprise

STAR TREK® The Promethean
Prophecy

STAR TREK

The Promethean Prophecy

Computer software

SIMON & SCHUSTER, INC.

Software for the Apple II+, IIe, and IIc

STAR TREK®

The Promethean Prophecy

by *TRANS Fiction Systems Corp.*

COMPUTER SOFTWARE DIVISION

SIMON & SCHUSTER, INC.

NEW YORK

THE PROMETHEAN PROPHECY

Captain's Manual

COMMAND PROTOCOL

Standard Starship Equipment

⬧

Page 8

signature

James T. Kirk

DR. McCOY WAVES AT YOU FROM ACROSS THE ROOM. "WOULD YOU LIKE TO MEET AN OLD FRIEND OF MINE, JIM?"

// YES

McCOY ESCORTS THE ORGANIAN AMBASSADOR TO WHERE YOU'RE STANDING. "CAPTAIN KIRK, MEET AMBASSADOR ORKEN."

Standard Starship Equipment

Use of the standard-issue gear aboard the *Enterprise* should be second nature to a starship captain.

Weapons The hand phaser, your personal portable weapon, may be set to different levels, depending on the situation, using the command

// SET PHASER TO [STUN, NARROW BEAM, WIDE BEAM, or OVERLOAD]

The phaser may then be used as follows:

// POINT (or AIM) PHASER AT [something]
// FIRE (or SHOOT) PHASER AT [something]

If you forget to specify a target, the story may ask you to be more specific.

The *Enterprise* also has artillery-sized phasers, which are controlled through the helmsman's console on the bridge. If you wish, you can use this command to establish a target:

// HELMSMAN, LOCK PHASERS ON [something]

But in all cases, you must specify what you wish to fire at:

// FIRE PHASERS AT KLINGON BATTLECRUISER!

Photon torpedoes can be used by following a similar procedure. However, these projectiles must first be armed with antimatter and loaded into firing tubes. Accomplish this by saying

// SULU, ARM PHOTON TORPEDOES

Once they're fully armed, you can

// FIRE PHOTON TORPEDOES AT [something]

Intercom and Communicator Members of your crew not in the same room with you may be contacted using the intercom or the communicator. Intercom panels are found in every room of a starship, and may be activated merely by touching them. Call a crew member using the protocol KIRK TO [name], as in the following example:

// TURN ON (or TOUCH or ACTIVATE) INTERCOM. KIRK TO SCOTTY

When the communication is over, type

// TURN OFF (or DEACTIVATE) THE INTERCOM.

The portable communicator may be used in the same way whenever you leave the *Enterprise*, as in:

// TURN ON THE COMMUNICATOR. KIRK TO ENTERPRISE.

Ship's Computer Information of many sorts is stored in the *Enterprise* computer banks, which may be contacted through the intercom using the format COMPUTER, TELL ME ABOUT [whatever], as for example:

// COMPUTER, TELL ME ABOUT THE AMBASSADOR AND HER WORLD

Tricorder and Sensors Though visual and other physical examination of objects and places is obviously preferable, useful information frequently may be obtained by means of the sophisticated sensing equipment standard on all Federation vessels. At least one portable tricorder is always carried by any landing party exploring a planetary surface. The tricorder may be activated using the command

// ANALYZE [object] WITH TRICORDER.

THE PROMETHEAN PROPHECY

Captain's Manual

COMMAND PROTOCOL

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⬧

Page 9

signature

James T. Kirk

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Starfleet Technical Support will be happy to provide assistance to any player who has difficulty with the technical aspects of the program. These include any problems in booting the program disk and issues of hardware compatibility. Such queries may be addressed by electronic voice transmission to (201) 592-2900.

However, technical support staff members are prohibited from answering any questions about the content of *The Promethean Prophecy*. Information regarding the mission remains classified and cannot be released.

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G-793-0 GRG 886 MJF

Star Trek: The Promethean Prophecy (Apple)

REPLACEMENT ORDER FORM

Please use this form when ordering a replacement for a defective diskette.

A. If Ordering within Thirty Days of Purchase
If a diskette is reported defective within thirty days of purchase, a replacement diskette will be provided free of charge. This card must be totally filled out and accompanied by the defective diskette and a copy of the dated sales receipt. In addition, please complete and return the Limited Warranty Registration Card.

B. If Ordering after Thirty Days of Purchase but within One Year
If a diskette is reported defective after thirty days but within one year of purchase and the Warranty Registration Card has been properly filed, a replacement diskette will be provided to you for a nominal fee of $5.00 (send check or money order only). This card must be totally filled out and accompanied by the defective diskette, a copy of the dated sales receipt, and a $5.00 check or money order made payable to Simon & Schuster, Inc.

NAME_____

ADDRESS_____PHONE NUMBER (_____)_____

CITY_____

PURCHASE DATE_____STATE_____ZIP_____

PURCHASE PRICE_____

COMPUTER BRAND & MODEL_____

Please send all requests to Technical Support Center, Simon & Schuster, Inc., Route 9W, Englewood Cliffs, NJ 07632, ATTN: Replacements

NOTE: Simon & Schuster reserves the right, at its option, to refund your purchase price in lieu of providing a replacement diskette.

842766-6

Star Trek: The Promethean Prophecy (Apple)

LIMITED WARRANTY REGISTRATION CARD

In order to preserve your rights as provided for in the limited warranty, this card must be on file with Simon & Schuster within thirty days of purchase. Please fill in the information requested:

NAME_____

ADDRESS_____PHONE NUMBER (_____)_____

CITY_____STATE_____ZIP_____

COMPUTER BRAND & MODEL_____DOS VERSION_____MEMORY_____K

Where did you purchase this product?

DEALER NAME_____

ADDRESS_____

CITY_____STATE_____ZIP_____

PURCHASE DATE_____PURCHASE PRICE_____

How did you learn about this product? (Check as many as applicable.)

STORE DISPLAY_____SALESPERSON_____MAGAZINE ARTICLE_____ADVERTISEMENT_____

OTHER (Please explain)_____

How long have you owned or used your computer?

LESS THAN 30 DAYS_____LESS THAN 6 MONTHS_____6 MONTHS TO A YEAR_____OVER 1 YEAR_____

What is your primary use for the computer?

BUSINESS_____PERSONAL_____EDUCATION_____OTHER (Please explain)_____

Where is your computer located?

HOME_____OFFICE_____SCHOOL_____OTHER (Please explain)_____

842766-6

STAR TREK The Promethean Prophecy

LOADING THE PROGRAM

To start the program, follow the instructions for your computer.

IBM: (1) Boot DOS 2.0 (or higher). (2) Insert the Promethean Prophecy disk into drive A. (3) Type ST after the A> prompt, then press Enter.

Apple: (1) Turn off your computer. (2) Insert the Promethean Prophecy disk into drive 1 (side 1 up). (3) Turn on the computer and monitor.

Commodore 64: (1) Turn on the computer and disk drive. (2) Insert the Promethean Prophecy disk into the disk drive (side 1 up). (3) Type LOAD"ST",8 and press Return. (4) At the prompt RUN and press Return.

Commodore 128: (1) Turn on the computer and disk drive. (2) Insert the Promethean Prophecy disk into the disk drive (side 1 up). (3) Type LOAD"ST",8 and press Return. (4) At the prompt "Are you sure?" type Y and press Return. (5) Type RUN and press Return. (6) Then type "Are you sure?" type Y and press Return. and press Return.

GETTING STARTED

When you begin The Promethean Prophecy, you are in

STAR TREK The Promethean Prophecy

FOR THE APPLE II+, IIe, AND IIc WITH 64K RAM   SIDE 1

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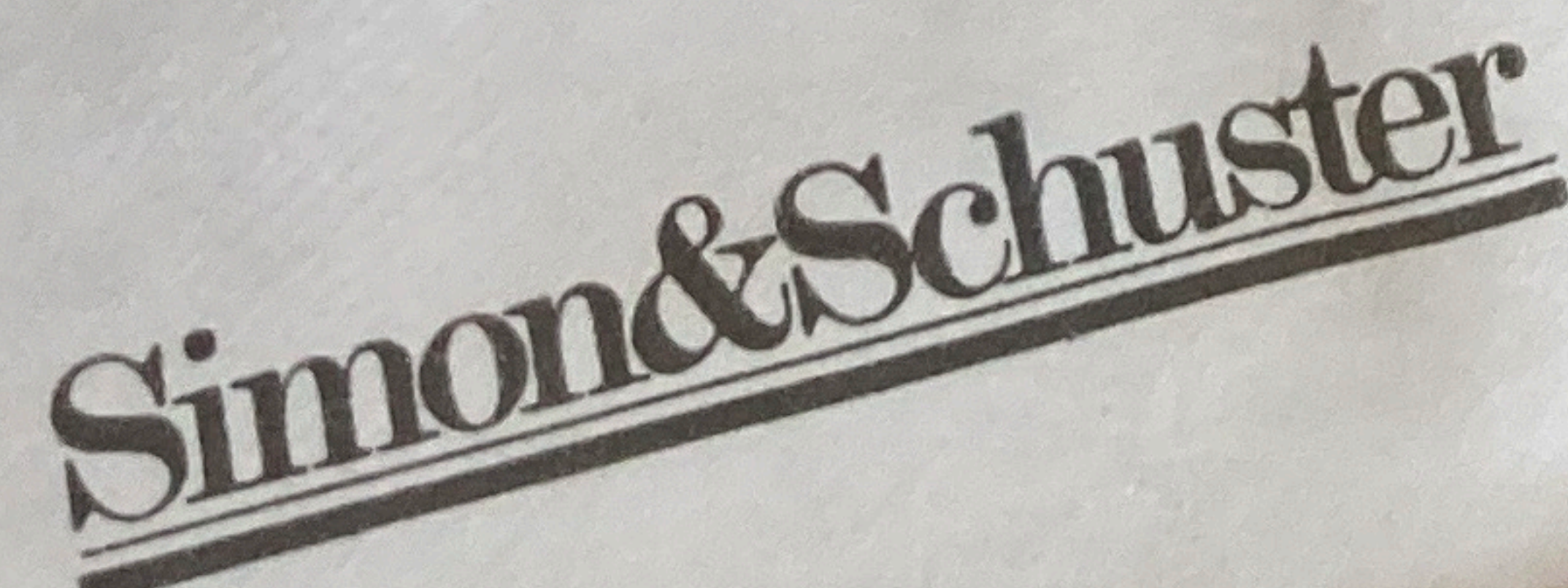Copying, etc. and unauthorized distribution prohibited.

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NAME _____ PHONE NUMBER (___) _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____
PURCHASE DATE _____
PURCHASE PRICE _____
COMPUTER BRAND & MODEL _____

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NOTE: Simon & Schuster reserves the right, at its option, to refund your purchase price in lieu of providing a replacement diskette.

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Star Trek: The Promethean Prophecy (Apple)
LIMITED WARRANTY REGISTRATION CARD

In order to preserve your rights as provided for in the limited warranty, this card must be on file with Simon & Schuster within thirty days of purchase. Please fill in the information requested.

NAME _____ PHONE NUMBER (___) _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____
COMPUTER BRAND & MODEL _____ DOS VERSION ____ MEMORY ___ K
Where did you purchase this product?
DEALER NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____
PURCHASE DATE _____ PURCHASE PRICE _____
How did you learn about this product? (Check as many as applicable.)
STORE DISPLAY ____ SALESPERSON ____ MAGAZINE ARTICLE ____ ADVERTISEMENT ____
OTHER (Please explain) _____
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What is your primary use for the computer?
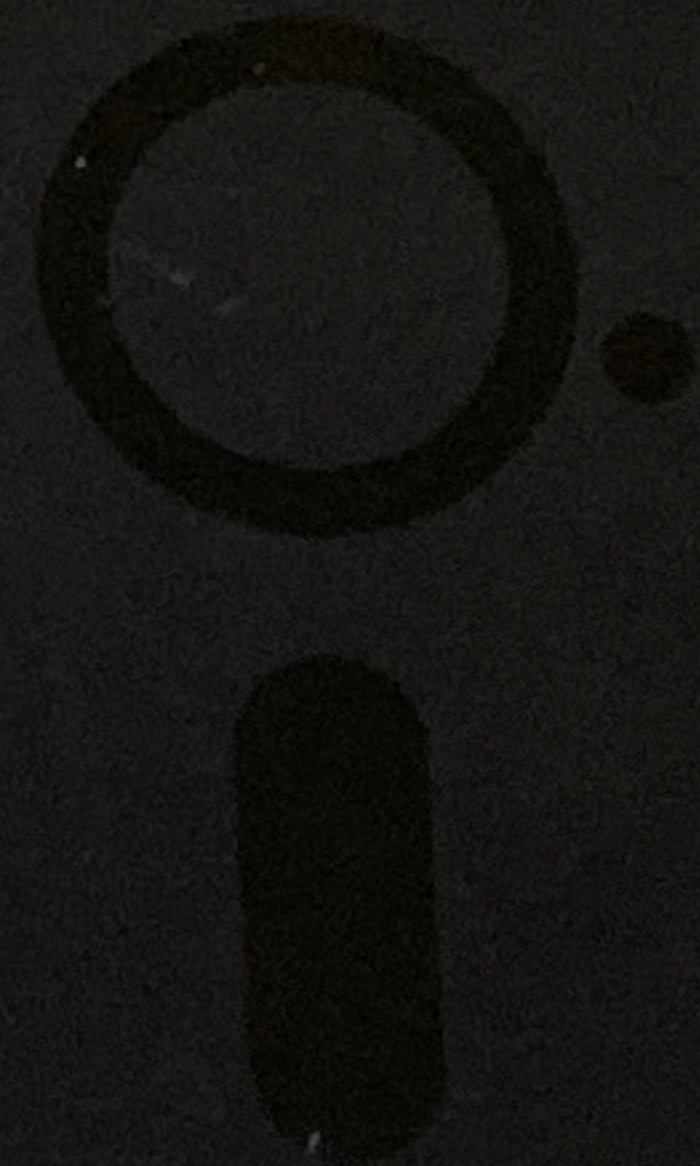BUSINESS ____ PERSONAL ____ EDUCATION ____ OTHER (Please explain) ____
Where is your computer located?
HOME ____ OFFICE ____ SCHOOL ____ OTHER (Please explain) ____

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COMPUTER SOFTWARE

STAR TREK — The Promethean Prophecy
FOR THE APPLE II+, IIe, AND IIc WITH 64K RAM
SIDE 1

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STAR TREK
The Promethean Prophecy
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Apple: (1) Turn off your computer. (2) Insert the *Promethean Prophecy* disk into drive 1 (side 1 up). (3) Turn on the computer and monitor.

Commodore 64: (1) Turn on the computer and disk drive. (2) Insert the *Promethean Prophecy* disk into the disk drive (side 1 up). (3) Type LOAD"ST",8 and press Return. (4) Then type RUN and press Return.

Commodore 128: (1) Turn on the computer and disk drive. (2) Insert the *Promethean Prophecy* disk into the disk drive (side 1 up). (3) Type GO64 and press Return. (4) At the prompt "Are you sure?" type Y and press Return. (5) Type LOAD"ST",8 and press Return. (6) Then type RUN and press Return.

GETTING STARTED

When you begin *The Promethean Prophecy*, you are on the *Enterprise*. You may want to try the following commands:

SULU, WHERE ARE WE?
WHO IS BERRYMAN?
LOOK AT UHURA
LOOK AT HOLD, TOUCH IT, SHAKE IT, TAKE IT
BERRYMAN, ANALYZE THE PLANET
EXAMINE CHAIR, SIT ON IT
LOOK AT VIEWSCREEN
LOOK AT INTERCOM

After you've done some initial "looking around" on the bridge, be sure to pay close attention to the events that begin to unfold.

STAR TREK® The Promethean Prophecy

FOR THE APPLE II+, IIe, AND IIc WITH 64K RAM

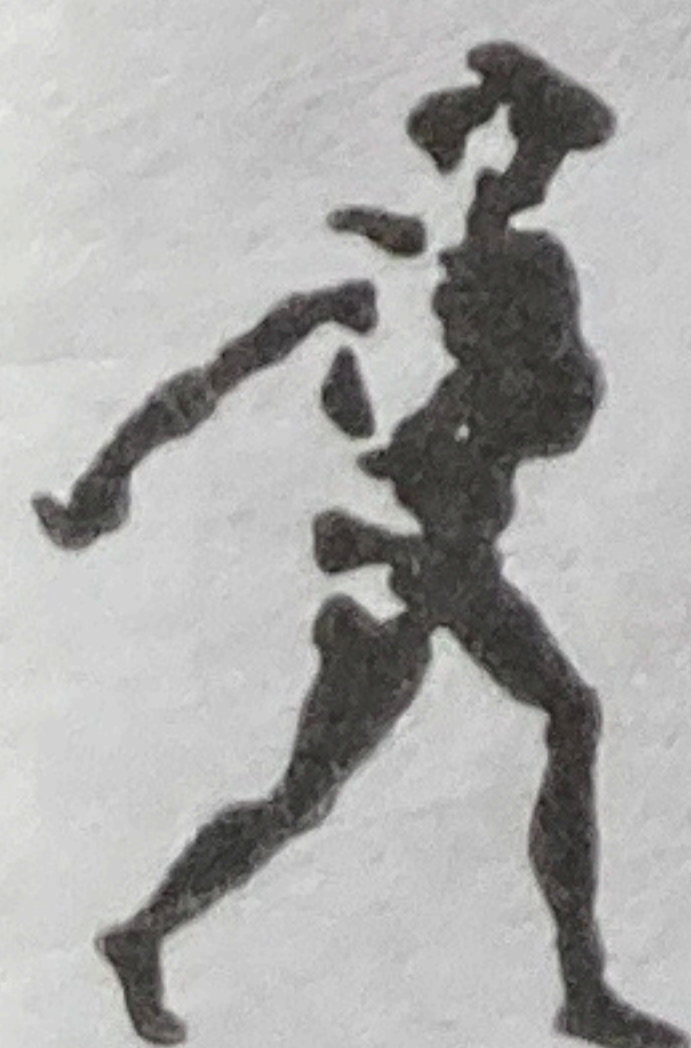Copyright   1986 Paramount Pictures Corporation.
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SIDE 1

Version 1.0

Simon&Schuster

Apple: (1) Turn off your
Prophecy disk into drive
and monitor.

Commodore 64: (1) T
(2) Insert the *Promethe*
(side 1 up). (3) Type LOA
RUN and press Return.

Commodore 128: (1)
(2) Insert the *Promethe*
(side 1 up). (3) Type
"Are you sure?" type
and press Return. (6)

G E T T I

When you begin T
Enterprise. You ma

SULU, WHERE AR
WHO IS BERRYMA
LOOK AT UHURA
LOOK AT HOLO, T
BERRYMAN, ANA
EXAMINE CHAIR
LOOK AT VIEWS
LOOK AT INTER

After you've do
be sure to pay

STAR TREK® The Promethean Prophecy

FOR THE APPLE II+, IIe, AND IIc WITH 64K RAM

SIDE 1

Version 1 0

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SIDE 2
Version 1.0

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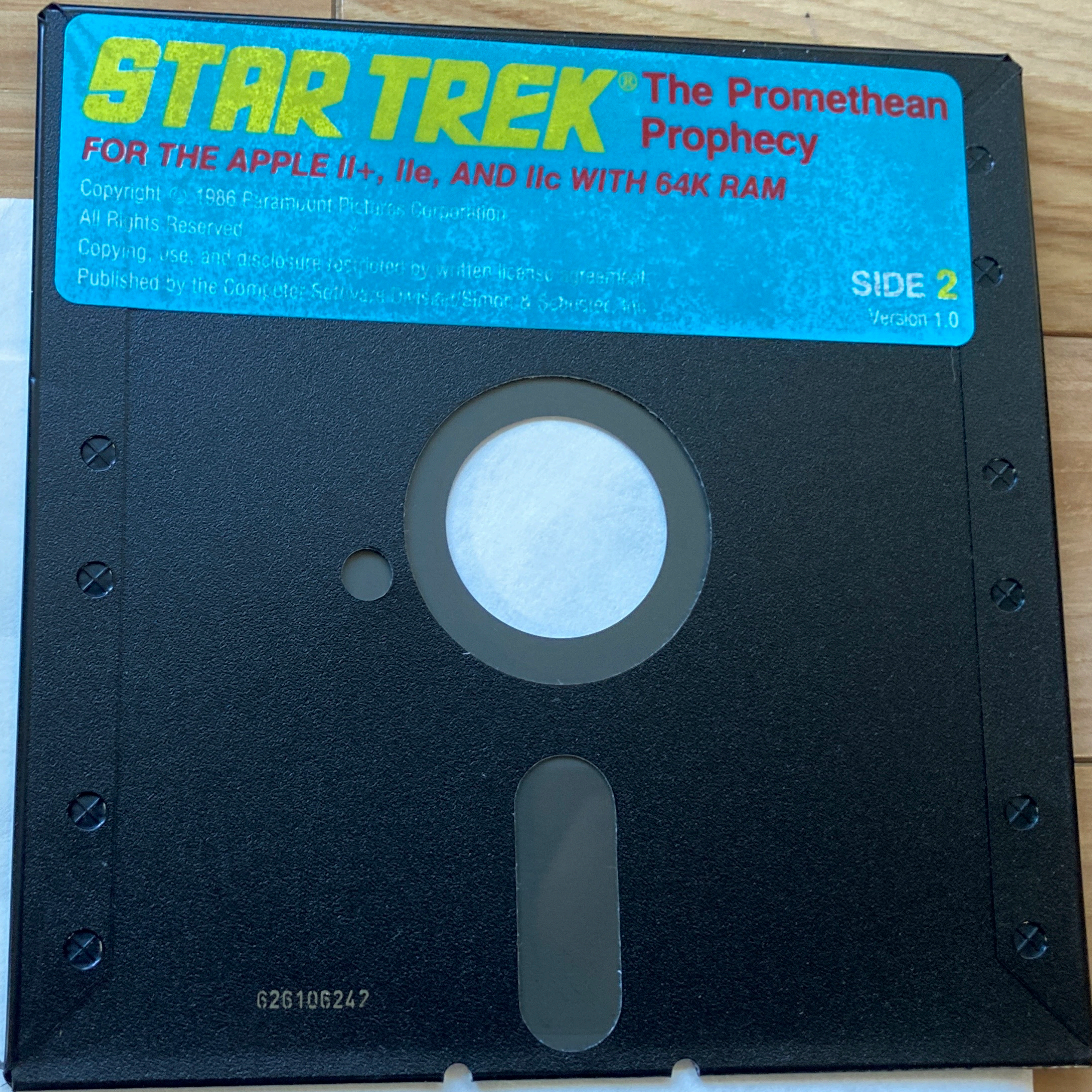
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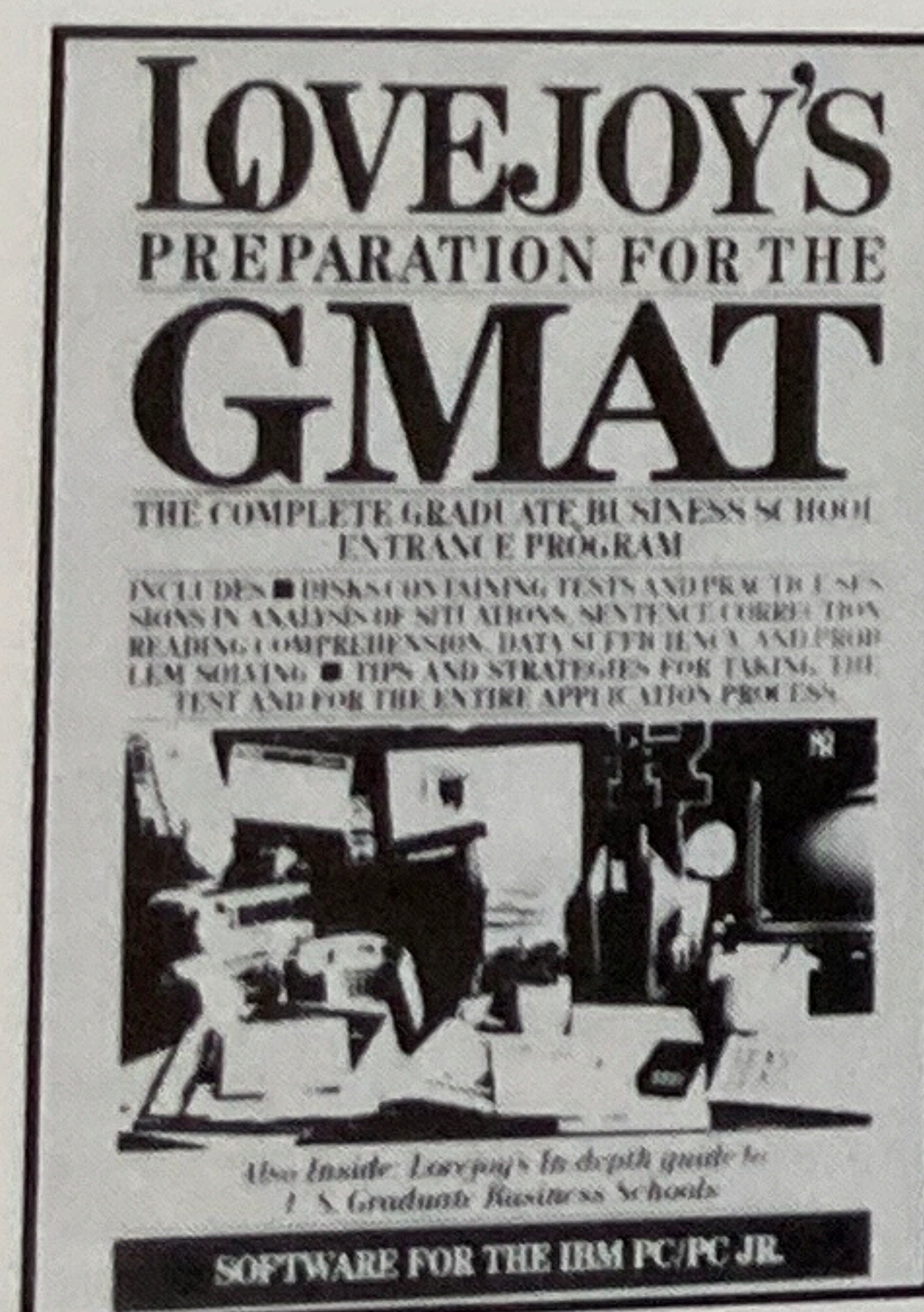
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Available for IBM PC, PCjr, PC/XT, $79.95; Apple II, II+, IIe, IIc, $79.95.

Spy Hunter

When it was introduced in the arcades, Spy Hunter roared to the top of the charts. And no wonder: It's a fast action, sharp shooting, hard-driving game that puts the player in command of an almost unlimited arsenal of weapons. Check out the machine guns, oil slicks, smoke screens, heat-seeking missiles, and some of the finest driving music you've ever heard.

Available for IBM PC, $29.95; Apple II, IIe, IIc, $29.95; Commodore 64/128 $29.95; Atari 600XL, 800, 800XL, 1200XL, $29.95.
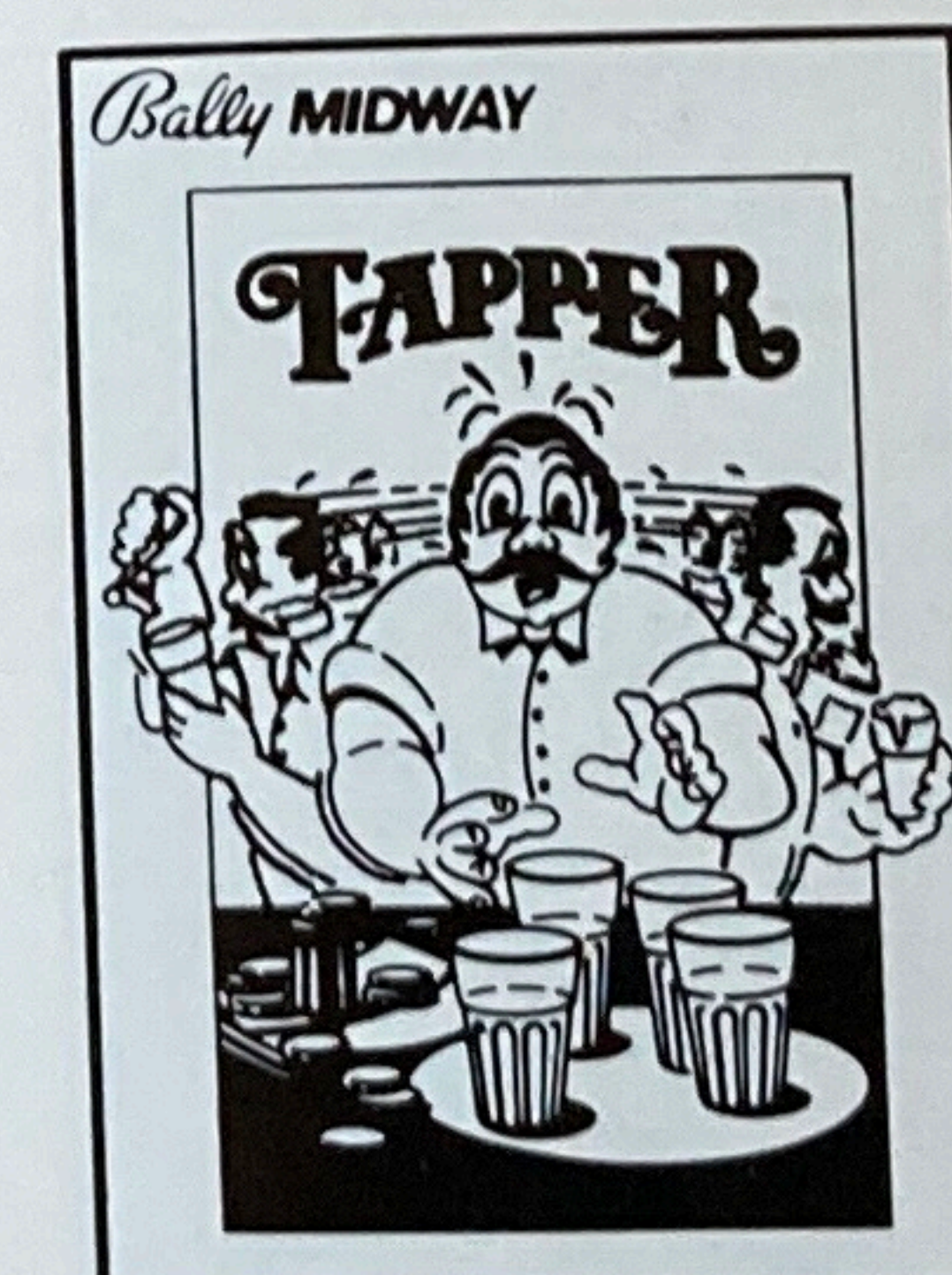
Tapper

Tapper is already a smash arcade game across the country. Its four different bars are crowded with unruly (and very thirsty) customers. Then the action gets really wild as the bartender scrambles to draw and serve drinks to them all. Don't forget to leave a tip on the bar so the dancing girls will come out and do their number!

Available for IBM PC, PCjr, $29.95; Apple II, IIe, IIc, $29.95; Commodore 64/128, $29.95; Atari 600XL, 800, 800XL, 1200XL, $29.95.